

# Instruction Manual

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# CONTROLS

## PlayStation® Vita







## GAME CONTROLS



### Button Controls

	Base	Battle
ⓧ button	Confirm, Next Message	Confirm, Battle Command
Ⓞ button	Cancel, Jump	Cancel
Ⓜ button	Menu, Skip Event	
Ⓢ button	Switch Stats Page, Message Auto-scroll	Turn Character (With Directional Buttons)
Ⓞ button + ⓧ button	Fast Message	N/A
Ⓢ button + directional buttons	N/A	Turn Character
SELECT button	Switch the List of Innocents	
directional buttons or left stick	Move Character & Cursor	
right stick	Selecting Characters: Switch Between Equipment and Stats Equipment Stats: Switch Between Stats and Innocent Info	
Ⓛ or Ⓡ button	Rotate Map	
Ⓢ button + Ⓛ or Ⓡ button	Adjust Camera Zoom	

### Touchscreen Controls

drag or flick	Fast Scroll Through Item List
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## STARTING THE GAME/SAVING THE GAME



If you want to start a new game from the beginning, select [Start]. If you want to continue from your previous save data, select [Continue], and then select the save data you want to load. \*You will need 4,096 KB of free space to start the game.

### Saving and Deleting Save Data

#### Save


Press the  button to bring up the Main Menu, select [Save Menu], and then select [Save Data].

Do not conduct any of the following while saving or you may lose your save data:

1. Press the power button.
2. Remove the memory card.


\*You will need a PlayStation®Vita memory card to create save data.

#### Delete Save Data

Press the  button to bring up the Main Menu, select [Save Menu], and then select [Delete Save Data].

Deleted save data cannot be recovered, so choose carefully.

#### Quit

Press the  button and select [Quit] to reset the game and return to the Title Screen.

You will lose all unsaved data.

If you select [Quit] during battle, you will be sent back to before the battle, or back to the base.







# FLOW OF THE GAME



## Episode Begins

## An Event Occurs!

The story progresses through events.

## The Base

You can buy items and gather information at the base.  
You can use the various facilities by talking to characters at the base.

## Select a Map

Talk to the Dimension Guide and choose a map.

## Battle

Defeat all of the enemies to clear the map.

## Progress Through the Next Battles!

## Episode Ends

This is the basic flow of the game.  
However, depending on how you play, your ending may differ!  
And after you clear the game...!?
















## PREPARING FOR BATTLE



### Base Facilities

There are many different facilities at the base. You will need HL (money) to buy items.

 Weapon Shop	This shop mainly sells items that improve your characters' ability to attack. It also sells staves for your magic-using characters.
 Armor Shop	This shop mainly sells items for protective purposes.
 General Store	This shop mainly sells healing items that you can use during battles.
 Infirmary	You can restore HP and SP by spending HL.
 Dimension Guide	Talk to the Dimension Guide to go to a battle map.
 Skill Shop	Pay Mana to buy special skills.
 Cam-pain Manager	Talk to the Cam-pain Manager to go to your Cam-pain HQ.
 Item Worlder	Talk to the Item Worlder to go to the Item World.
 Data Shop	This shop lets you view records of everything you've done.

As you progress through the story, you will be able to access more facilities.



# STATUS SCREEN

You will be able to fight in a battle more effectively by understanding the status of the characters.

<b>LV</b>	LV	Character's Level		Range	Range of Attack
<b>HP</b>	HP	Health Points (Cannot continue fighting when 0)		Throw Range	Range For Throwing and Receiving
<b>SP</b>	SP	Special Points (Will decrease when "Special" is used)		Counter	Number of Counter Attacks
<b>ATK</b>	ATK	Attack Power		Critical Rate	Probability of Making a Critical Hit
<b>DEF</b>	DEF	Defense Power		Fire Icon	Resistance to Fire Related Magic or Skills*
<b>INT</b>	INT	Intelligence (Affects the power of Magic Skills)		Wind Icon	Resistance to Wind Related Magic or Skills*
<b>RES</b>	RES	Ability to Resist Magic Attacks		Water Icon	Resistance to Water Related Magic or Skills*
<b>HIT</b>	HIT	Accuracy of Attacks	<b>EXP</b>	EXP	Experience Earned
<b>SPD</b>	SPD	Agility (Affects evading attacks)	<b>NEXT</b>	NEXT	Experience Needed to Level Up
	MV	Range of Movement (Number of panels in the range)	<b>Mana</b>	Mana	Mana Earned
	JM	Character's Jumping Power			

\*The resistance begins at zero. If the number is positive, the damage is decreased. If the number is negative, the damage is increased.

## Item Stats

Items have stats, as well.

<b>RARITY</b>	Item's Rarity	<b>POP</b>	Number of Innocent Slots Available
<b>LV</b>	Item's Level	<b>HP~SPD</b>	Stats Boosted When Equipped



## **WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**



# **WARNING: PHOTSENSITIVITY/EPILEPSY/SEISURES**

## **USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.



## PRECAUTIONS FOR USE

**Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.**

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.





## PRECAUTIONS FOR USE

**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

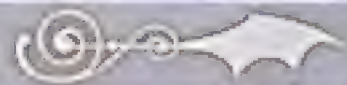
If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.







## FCC & IC NOTICE – PART 1



**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.





## FCC & IC NOTICE – PART 2



- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



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**[www.us.playstation.com/support/useragreements](http://www.us.playstation.com/support/useragreements)**





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NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this ninety (90) days warranty period, NIS America, Inc. will replace the game card, at its option, free of charge. This warranty will be void if the defect in this product has arisen from neglect, abuse, or any attempt to use the product other than as specified in this manual.

### **WARRANTY SERVICE:**

1. Save the sales receipt and UPC code found on the game package for retail versions of this game.
2. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
3. If the game is not covered by a store warranty, notify NIS America by emailing [storesupport@nisamerica.com](mailto:storesupport@nisamerica.com) or call the customer service dept. at (714) 540-1185, between the hours of 10 a.m. and 6 p.m. Pacific Standard Time, Monday through Friday.

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call (714) 540-1122

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Thank you for purchasing Disgaea® 4: A Promise Revisited

If you have any questions or concerns about the game you have purchased, please contact our customer service via email at [storesupport@nisamerica.com](mailto:storesupport@nisamerica.com) or call our customer service department at 1 (714) 540-1185, between the hours of 10 a.m. and 6 p.m. Pacific Standard Time, Monday through Friday.

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